

Let's Play a Game

Teacher questions when planning games for instruction:

Where can I use the game?

When can I use it?

How does the game support what I am teaching?

What math content is involved?

What math skills does the game develop/extend?

What challenges may students face as they play the game?

What are the ways to determine what students are learning?

How does the game support mastery learning and math proficiency?

Have I modeled the game as well as the expected discourse?

Teacher questions/observation prompts

Does the child use mental math?

Are the students talking and listening to one another?

Are they using math words?

Are they restating what is happening during their turn?

Is the child successful?

What math thinking did the student use?

What strategies are being used by the students?

Student discourse

Example: "I rolled a five. That is two more than you. I need five more to make a ten."

Web resources

<http://teacher.scholastic.com/lessonrepro/lessonplans/grmagam.htm>

<http://letsplaymath.net/2006/12/29/the-game-that-is-worth-1000-worksheets/>

<http://www.brighthub.com/education/special/articles/12360.aspx>

<http://mathwire.com/games/3strikes.pdf>

<http://www2.scholastic.com/browse/article.jsp?id=1703>

<http://mathwire.com/games/pig.pdf>

http://www.mathsolutions.com/documents/0-941355-73-X_L2.pdf

